



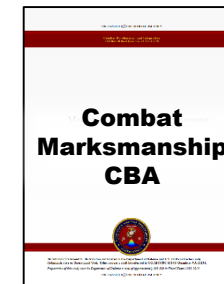
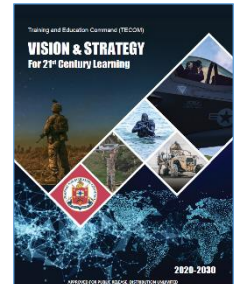
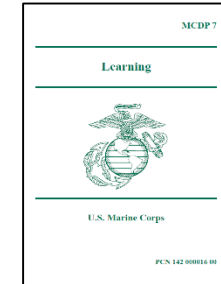
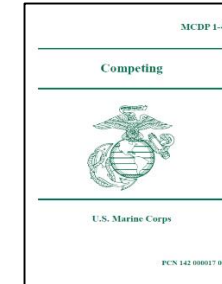
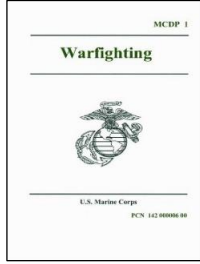
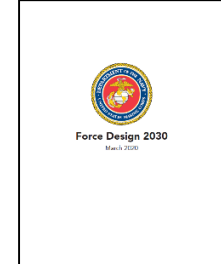
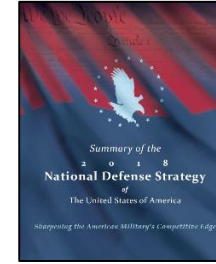
# **Annual Rifle Qualification (ARQ) Website Brief**





# Background

- NDS: Increase Lethality / CPG, FD 2030: Train the way we expect to fight.
- MCDPs
  - All Marines trained in basic combat skills – MCDP 1
  - Every Marine capable of performing provisional infantry tasks – MCDP 1
  - MCDP 1-4: More combat credible, “competitive” force
  - Developed in accordance with MCDP-7 Learning and TECOM Vision and Strategy for 21st Century Learning.
- CBA: “Lethal Scoring” / “Realistic Training” / “Combat Mindset”
- CG TECOM emphasis on addressing FMF training trends / readiness
- ARQ extensive testing over past several years with support across MAGTF
- FY19 Combat Marksmanship Symposium developed the ARQ Course of Fire
- Phased Implementation: NLT 1 Oct 21 / Table 1 & 2 Maintained at ELT



## Combat Marksmanship Symposium





# ARQ Key Points



- Capability Based Assessment identified a lethality gap—Marine Corps rifleman probability of incapacitation
- Biggest change since Rifle Combat Optic / Have used CoF similar to ART since early 1900s
- Builds on ELT ART, increases confidence in a dynamic environment and provides objective assessment of lethality
- 3-Day Vice 2-Week CoF / Time Back to Commander's
- Better reflects combat and operational environments...e.g. helmet and body armor, score by lethal effects
- Similar to CFT and the PFT, must achieve a minimum standard in each portion of the course of fire
- Realistic target, score by hitting lethality zones within given exposure time
- In order to increase accuracy and provide realistic assessment, Marines have the opportunity to use bipods, rest magazine on deck, or use assault pack to provide support while shooting
- Optional barricades 100 & 200 yards, choice of standing, kneeling, or supported position with stationary and moving targets





## DAY 1 (HOLDS DAY)

### CONFIRMATION FIRE

- 100YD Zero Confirmation : Prone

### DRILLS

- 25YD & 25-15YD : Stand

### DESTROYS

- 25YD Head Shot: Stand
- 100YD Barricades: Stand or kneel
- 200YD Barricades: Stand or kneel
- 300YD Holds: Stand, kneel, or prone
- 500YD: Stand, kneel, or prone

## DAY 2 &3 (PRE-QUAL & QUAL)

### DESTROYS

- 500YD Sustained: Prone
- 300YD Controlled Pair: Stand, Knee, Prone
- 200YD Controlled Pair (Barricades): Stand/Kneel
- 200YD Movers (Barricades): Stand/Kneel
- 100YD Controlled Pair (Barricades): Stand/Kneel
- 100YD Movers (Barricades): Stand/Kneel
- 25YD Head Shot: Stand

### DRILLS

- 25YD Failure to Stop: Stand
- 25YD Box: Stand
- 25-15YD Failure to Stop While Moving: Stand



### 500YD SUSTAINED FIRE:

- 8 ITERATIONS OF 5 RDS 45 SEC
- STANDING TO SUPPORTED PRONE



### 200YD CONTROLLED PAIR:

#### CONT. PAIR:

- 7 ITERATIONS OF 2 RDS FOR 10 SEC
- STAND OR KNEEL



### 100YD CONTROLLED PAIR:

- 7 ITERATIONS OF 2 RDS FOR 8 SEC
- STAND OR KNEEL
- + MOVERS:
- 7 ITERATIONS OF 2 RDS FOR 8 SEC
- STAND OR KNEEL



### 300YD CONTROLLED PAIR:

- 8 ITERATIONS OF 2 RDS 15 SEC
- STAND OR
- KNEEL OR
- PRONE



### 200YD MOVERS:

- 7 ITERATIONS OF 2 RDS FOR 8 SEC
- STAND OR KNEEL



### 25YD /25-15YD MOVING

#### 25YD:

- HEAD SHOT, 6 ITER.
- FAILURE TO STOP 4 ITER.
- BOX DRILL 4 ITER.

#### 25YD TO 15YD MOVING

- FAILURE TO STOP, 2 ITER.





# Classification Targets and Scoring



## Classifications

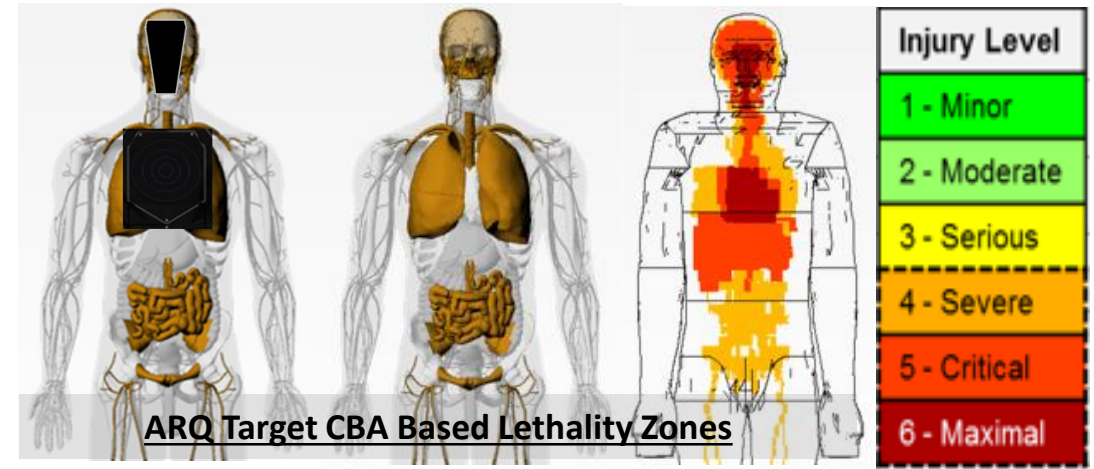
- **Expert** - A shooter who can achieve lethal effects on a threat under any circumstance, at any distance, from any position.
- **Sharpshooter** - A shooter who achieve lethal effects on a threat under most circumstances, at most distances, from most positions.
- **Marksman** - A shooter who can achieve lethal effects on a threat under some circumstances at some distances from some positions.

## Scoring

Destroys	Drills	Classifications
15-30	1 presentation of <i>any</i> type	Marksman
31-42	1 presentation of <i>two</i> types	Sharpshooter
43-50	1 presentation of <i>each</i> type	Expert

- Total Destroy target presentations = 50
- Total Drill target presentations = 10 / Drill types = 3
- Only impacts in the destroy zones are counted as a kill
- Destroy targets require 1 hit per presentation in either face or chest destroy zones.
- Drills are pass/fail and must be executed properly i.e. a Failure to Stop drill must have 2 hits in the chest destroy zone and 1 hit in the face destroy zone.

## Targets



### Destroy Target



### Drill Target



### Moving Target







# Implementation Plan



## Phase I: Shaping

- Consists of prepping and publishing all Train the Trainer course (T3) products, as well as confirming attendees from each Formal Marksmanship Training Unit (FMTU).

## Phase II: Train the Trainer

- WTBN Quantico conducts a T3 at Stonebay from 8-12 March 2021, Edson Range 22-26 March 2021 and finally MCB Quantico in June of 2021. During April 2021 Combat Marksmanship Coach (CMC) and Combat Marksmanship Trainer (CMT) courses will be modified to support ARQ implementation. FMTUs may begin phase III locally once they have received the T3 and post CMC/CMT POI updates.

## Phase III: Implementation

- Consists of FMTUs providing local installations' CMCs & CMTs with training IOT allow units to prepare for ARQ. Once the local T3s are completed, FMTUs will begin executing ARQ as the annual sustainment requirement.
- ARQ will be fully implemented no later than Oct 1, 2021 for Active Duty forces. Reserve implementation will be completed in FY22.





# Questions



## Points of Contact:

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